TIGER®

MORTAL KOMBAT TRILOGY

game.com™

MODEL 71-711
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01-HB078-9802

INTRODUCTION

This Trilogy of events comprises the Dark Emperor Shao Khan's final attempt at taking control of the Earth:

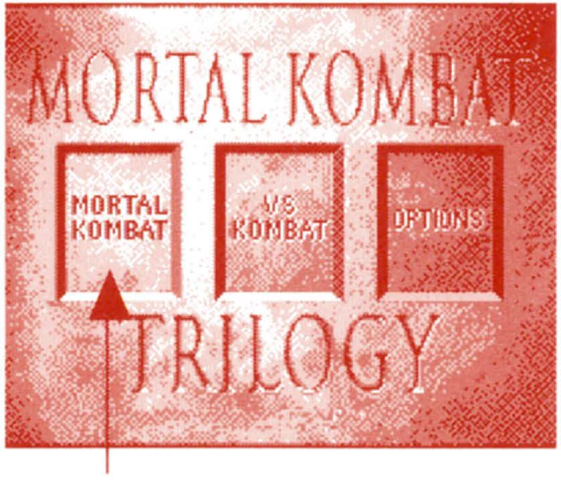
For nine generations, the Mortal Kombat tournament was ruled by the Outworld's finest Warrior, Prince Goro. It was agreed that if the Outworld could claim victory in 10 consecutive tournaments, it would then rule the Earth. With the Earth on the brink of destruction, a new generation of Warriors gathered and claimed victory.

With victory in hand, Warrior Monk, Liu Kang, had now become the new Mortal Kombat champion. But his victory was short lived. He and his colleagues were lured to the Outworld to compete in a second tournament.

But Liu Kang and his comrades discovered an evil deception. The Tournament was merely a diversion devised by the Dark Emperor, Shao Khan, to break the rules set forth by the Elder Gods. The Dark Emperor would witness the reincarnation of his former Queen, Sindel. This unholy act gave Shao Khan the power to step through the dimensional gates to reclaim his Queen and seize control of Earth. The final attempt is at hand....

PLAYING THE GAME

Make sure your game.com system is OFF. Insert the MORTAL KOMBAT TRILOGY cartridge into cartridge slot 1. Turn on game.com. Touch CARTRIDGE on the Main Menu Screen. After a brief animation, you'll find yourself at the main Mortal Kombat Trilogy screen. Here you'll have three choices: MORTAL KOMBAT, VS. KOMBAT and OPTIONS.



TOUCH HERE TO BEGIN THE BATTLE

On the main Mortal Kombat Trilogy screen, touch MORTAL KOMBAT. This will begin the one player game. The other options will be discussed later.

Next you will be taken to the Character Select screen. Here you will be able to choose which Mortal Kombat character you would like to fight as. Use the D-Pad to move the cursor to the different fighters. When you are happy with your choice, press the **"A"** button to lock in your choice.

THERE ARE 11 CHARCTERS FOR YOU TO CHOOSE FROM-OR ARE THERE MORE??

After you have selected your fighter, you will be transported to the Choose Your Destiny screen. Use the D-Pad to toggle between the columns. You may choose NOVICE, WARRIOR, MASTER or CHAMPION. When you are happy with your choice, press the **"A"** button to lock it in. Now the Tournament will begin. Remember: the future depends upon how well you fight!

CHOOSE YOUR DESTINY!

THE TOURNAMENT

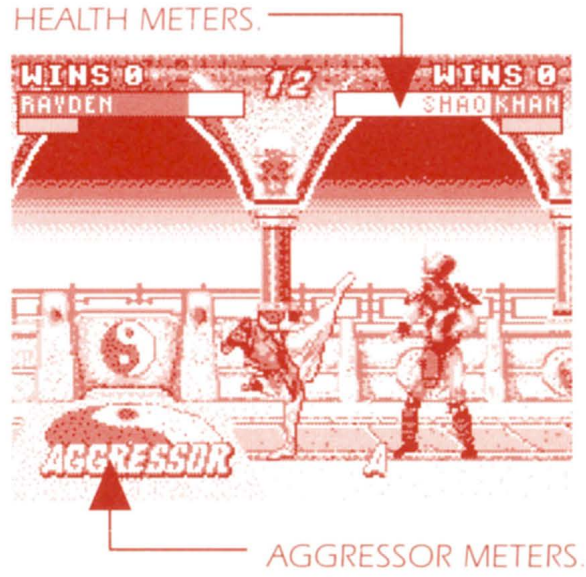
Each Warrior begins each round with 100% health, as reflected by the meters at the top of the sreen. Health diminishes with each blow taken.

The amount that Health is reduced depends on the type of hit delivered and whether or not it was blocked. When a Warrior's Health Meter runs out, he/she is knocked out, and the round goes to the opponent.

If the time is up before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor. The first Warrior to win two rounds takes the match and moves on to the next opponent.

AGGRESSOR MODE

At the lower part of the screen, an Aggressor Meter will build up as you land more and more hits on your opponent. Keep an eye on the meter. It grows faster if your opponent blocks attacks. When the meter is full and reads "AGGRESSOR," you'll be much stronger and will inflict heavier damage on your opponent.



THE CONTROLS

◄► Moves the Kombatant Left/Right. ▼ makes the character Krouch. ▲ makes the character jump. ◄◄ or ►► makes the character run.

Punches

High Kick

Low Kick

Block

In addition to the basic moves (punches and kicks), all of the Mortal Kombat Warriors possess expert special moves. To become a superior Warrior, skilled enough to win the title of Grand Champion, you, too, must learn them. Experiment with various D-Pad and button combinations to find these Special Moves.

Additionally, you may "chain" certain attacks together to create "combos." These are several attacks that occur very quickly. They can be quite devastating against an opponent. Try experimenting with different button presses to create different "combos."

VS. KOMBAT

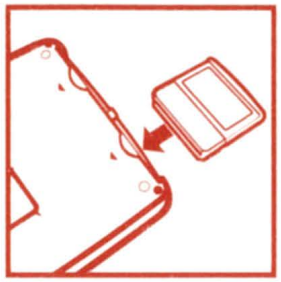
You may play Mortal Kombat Trilogy directly with a human opponent if you wish. To do this, you MUST have the optional compete.com cable (which is available directly from Tiger Electronics). Then follow these steps:

1.

Connect the compete.com cable to the com.port of your game.com.

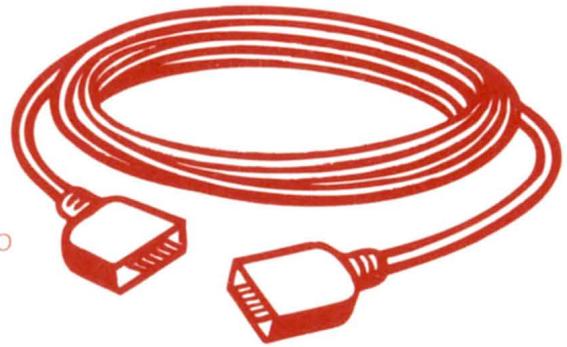
2.

Connect the other end of the cable to your opponent's game.com.

3. 

   You EACH need a Mortal Kombat Trilogy cartridge. Make sure your carts are inserted in your game.com units.

4. Turn both game.com units ON.
5. Each player should select the Cartridge icon on the game.com Main Menu screen. Then select the Mortal Kombat Trilogy cart.
6. When the Mortal Kombat Trilogy Main Menu screen appears, both players should choose VS. KOMBAT. The player that presses VS. KOMBAT first will appear on-screen in the Player 1 (left side of the screen) position.
7. Each player then selects which character he/she would like to play as. When you are happy with your choices, each player should press the **"A"** button.
8. Now, FIGHT!

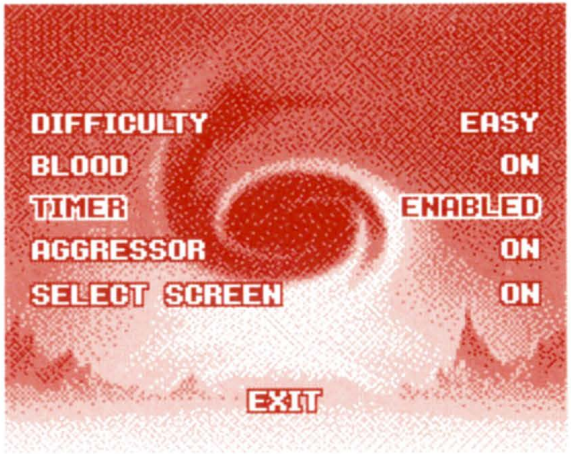


You need the compete.com cable to play one-on-one with your friends

OPTIONS:

If you touch OPTIONS on the Mortal Kombat Trilogy Title screen, you will be taken to the OPTIONS screen. Using the menu, you will be able to change the options that will affect your game.

To change any of the options on these screens, first touch the option to highlight it (or use the D-Pad). Then tap the option again to cycle through the choices. Press the **"A"** button to lock in your choice.



DIFFICULTY

Select from VERY EASY, EASY, MEDIUM or HARD. The more difficult the game level, the more blows your opponent will be able to take before being knocked out. Also, your opponents will fight more intelligently with each increasingly level of difficulty.

BLOOD

You may turn Blood ON or OFF

TIMER

You may turn the game timer ON or OFF

AGGRESSOR

You may turn the Aggressor Mode ON or OFF

SELECT SCREEN

You may leave the Character Select Screen ON, or you may choose to skip it when you want to keep the same character by pressing FAST.

This screen will allow you to cycle though and listen to some of the game sound effects. Use the D-Pad to toggle between the various sound effects. Press the "A" button when you would like to hear one.

Select this icon to return to the Mortal Kombat Trilogy Main Menu screen.

WARRIOR BIOGRAPHIES

MOVE KEY		
B = Backwards	**F** = Forwards	**P** = Punch
HK = High Kick	**LK** = Low Kick	

RAIN

Born on Kitana's former world of Edenia, Rain was smuggled away from the realm as a child shortly after Shao Khan's take-over. Thousands of years later, he resurfaced. His allegiance belonging to Khan, he chose to betray his homeland rather than suffer at the hands of Khan's extermination squads.

LIGHTNING: B-F-F-HP

RAYDEN

As Earth's sworn protector, Rayden finds himself banished in the merger between Earth and the Outworld. When the Elder Gods refuse to assist him in aiding the Earth, he is forced to take matters into his own hands. He transforms himself into a mortal warrior to fight alongside his human comrades - this time risking his place in the pantheon of gods and giving up his own immortality.

FLYING DIVE: B-B-F

KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Khan appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

FAN THROW: F-F-HP+BLOCK

REPTILE

Always a reliable servant to Shao Khan, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs, even if it means her death.

FORCEBALL: F-F-HP+BLOCK

MILEENA

Murdered by her twin sister Kitana, Mileena finds herself brought back to life by Shao Khan himself. Her skills as a vicious fighter will be needed to defeat Earth's chosen warriors. Her ability to read the thoughts of her twin sister will enable Khan to stay one step ahead.

TELEPORT KICK: F-F-LK

JADE

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Khan to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

SHADOW KICK: D-F-LK

NIGHTWOLF

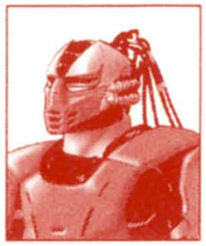
He works as a historian and perserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Khan's occupation of Earth.

HATCHET UPPERCUT: D-B-BLOCK

CYRAX

Cyrax is Unit LK-4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Khan and remains a possible threat against his occupation of Earth.

TELEPORT: B-B-HK+LK



SEKTOR

Sektor is actually the code name for Unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion - he has no soul to take.

TELEPORT UPPERCUT: F-F-LK

MOTARO

In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Khan formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors.

SPECIAL: F-F-HP+BLK

SHAO KHAN

Long ago, Shao Khan rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the

means by which Khan will finally seize the planet forever, unless ...
SHOULDER DASH: D-F-HP

NOTES PAGE

There are many special attacks and surprises hidden throughout this game. When you come across one, write it down here for future reference. Have fun!

DEFECTIVE CARTS

If you find that your new MORTAL KOMBAT TRILOGY game.com cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges.
Instead write to us at:

TIGER ELECTRONICS REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

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During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $15. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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